## Speedy pairs to 10

Make a set of 12 cards showing the numbers 0 to 10 , but with two 5 s. If you wish, you could use playing cards.

- Shuffle the cards and give them to your child.
- Time how long it takes to find all the pairs to 10.


## Targets for pupils in Year 2



Repeat later in the week. See if your child can beat his / her time.

## Guess my shape

- Think of a 2-D shape (triangle, circle, rectangle, square, pentagon or hexagon). Ask your child to ask questions to try and guess what it is.
- You can only answer Yes or No. For example, your child could ask: Does it have 3 sides? or: Are its sides straight?
- See if he can guess your shape using fewer than five questions.
- Now ask them to choose a shape so you can ask questions.




## A booklet for parents

Help your child with mathematics

## Targets - Year $2{ }_{2}$

## By the end of Year 2, most children should be able to...

Count to at least 100, and read and write numbers to 100.Given any six numbers up to 100 , put them in order.Count forwards and backwards in ones or tens from any two-digit number, e.g. twenty-six, thirty-six, forty-six...Recognise odd and even numbers.Add and subtract numbers under 20 in their heads.Know pairs of 'tens' numbers that make 100, e.g. $30+70$.
Double and halve small numbers, e.g. double 9 is 18 , and half of 18 is 9 .

Know by heart the 2 and 10 times tables.
Find the total value of a handful of coins to $£ 1$.Measure or weigh using metres, centimetres, kilograms or litres.Use a ruler to draw and measure lines to the nearest centimetre.Tell the time to the half and quarter hour.Name and describe common 2-D and 3-D shapes.
Solve simple number problems, and explain how to work them out.

## About the targets

These targets show some of the things your child should be able to do by the end of Year 2.

A target may be harder than it seems, e.g. a child who can count up to 100 may still have trouble saying which number comes after 47 or which number comes before 50 .

## Fun activities to do at home

## Car numbers

- Each person chooses a target number, e.g. 15.
- How many car numbers can you spot with 3 digits adding up to your target number, e.g. K456 XWL.
- So $4+5+6=15$, bingo!


## Bean subtraction

For this game you need a dice and some dried beans or buttons.

- Start with a pile of beans in the middle. Count them.
- Throw a dice. Say how many beans will be left if you subtract that number.
- Then take the beans away and check if you were right!
- Keep playing.
- The person to take the last bean wins!
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